Figure 1

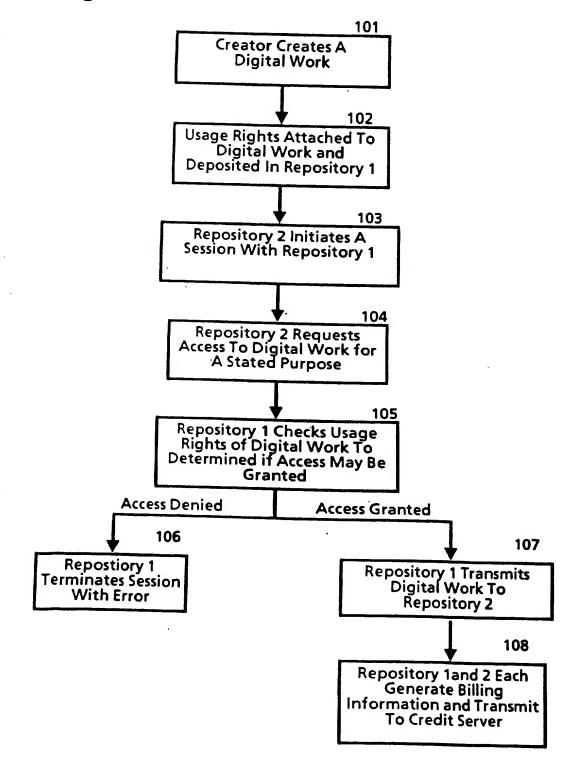


Figure 2

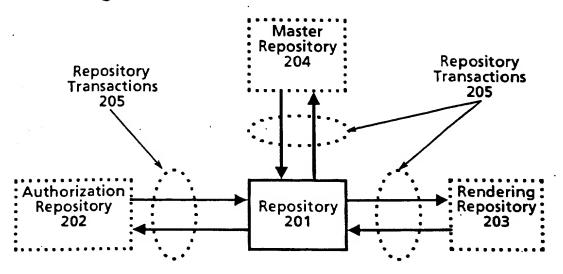
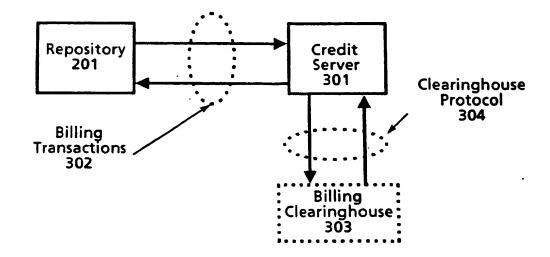


Figure 3



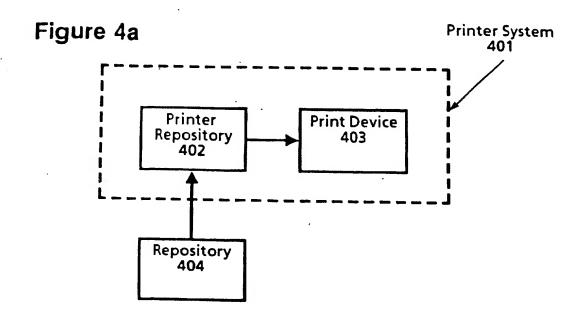
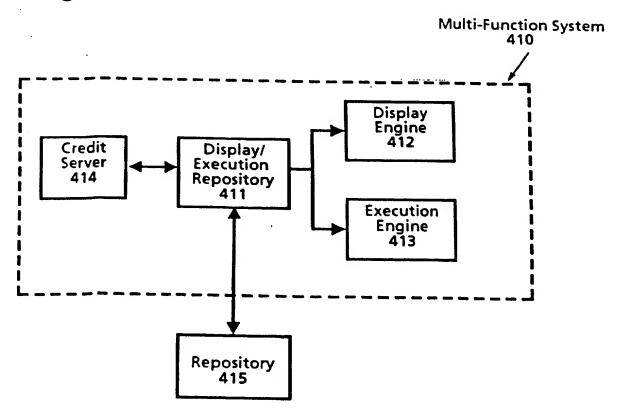


Figure 4b



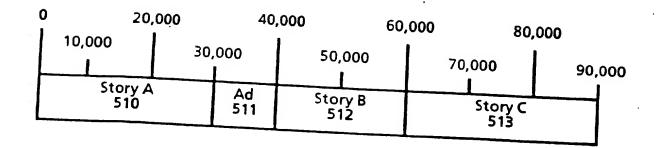


Figure 5

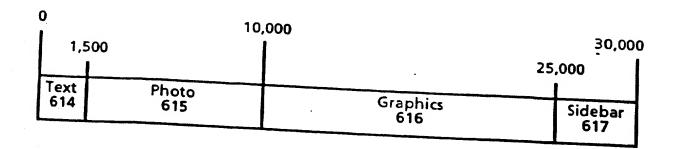


Figure 6

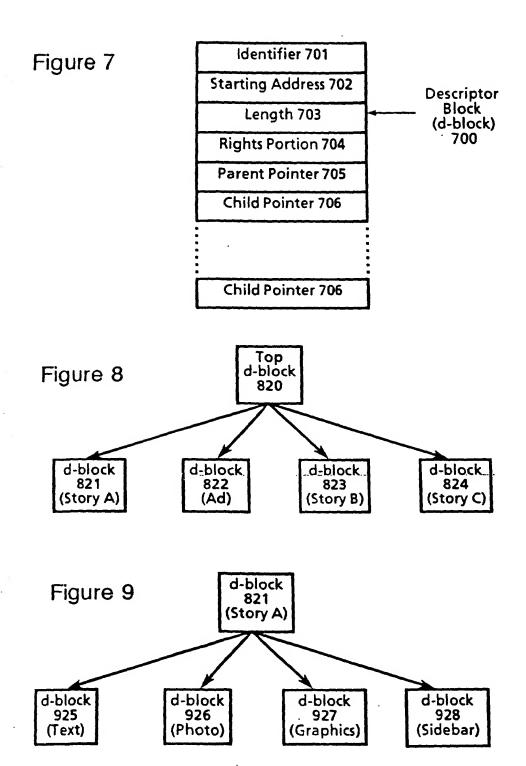
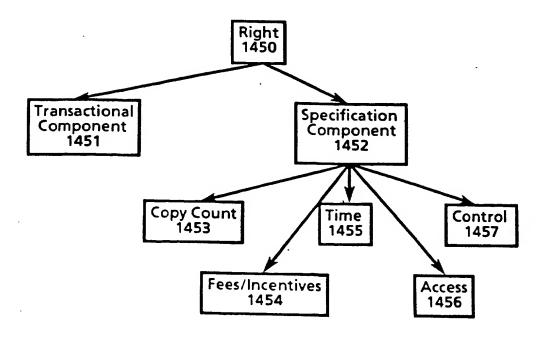
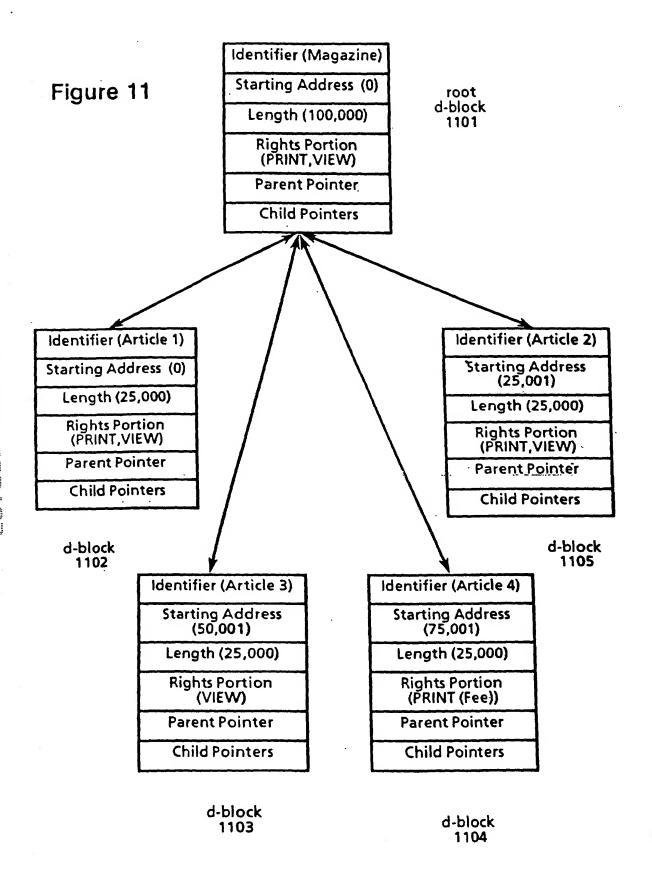


Figure 10

Right Code 1050	Status Information 1052	
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Figure 14





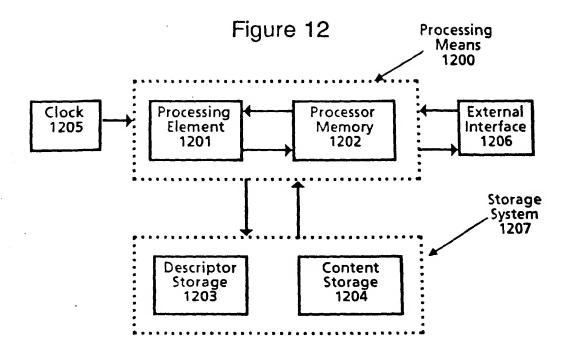


Figure 13

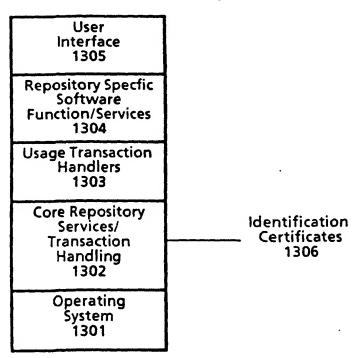


FIGURE 15

```
1501 - Digital Work Rights:= (Rights*)
isca ~ Right := (Right-Code {Copy-Count} {Control-Spec} {Time-Spec } {Access-Spec} {Fee-
        Spec})
    1503~ Right-Code := Render-Code | Transport-Code | File-Management-Code | Derivative-
           Works-Code | Configuration-Code
       1504 ~ Render-Code := [ Play: {Player. Player-ID} | Print: {Printer: Printer-ID}]
        1566 - Transport-Code := [Copy | Transfer | Loan (Remaining-Rights: Next-Set-of-
               Rights]]{(Next-Copy-Rights: Next-Set-of-Rights)}
         1506 - File-Management-Code := Backup {Back-Up-Copy-Rights: Next-Set-of-
                                           Rights | Restore | Delete | Folder | Directory
                                          Name: Hide-Local | Hide-Remote | {Parts: Hide-
                                           Local | Hide-Remote)
         1501- Derivative-Works-Code :=
                                               [Extract | Embed | Edit{Process: Process-ID}]
                                               {Next-Copy-Rights: Next-Set-of Rights}
         15.8 - Configuration-Code := Install | Uninstall
         1509-Next-Set-of-Rights := {(Add: Set-Of-Rights)} {(Delete: Set-Of-Rights)}
              {(Replace: Set-Of-Rights)}{(Keep: Set-Of-Rights)}
 1510 - Copy-Count := (Copies:positive-integer | 0 | Unlimited)
 1511~ Control-Spec := (Control: {Restrictable | Unrestrictable} {Unchargeable | Chargeable})
 1602 ~ Time-Spec := ({Fixed-Interval | Sliding-Interval | Meter-Time} Until: Expiration-Date)
    1513 ~ Fixed-Interval := From: Start-Time
     1514~ Sliding-Interval: = Interval: Use-Duration
     1516~Meter-Time: = Time-Remaining: Remaining-Use
  1916-Access-Spec := ({SC: Security-Class} {Authorization: Authorization-ID*} {Other-
                         Authorization: Authorization-ID* { Ticket: Ticket-ID})
 ISO~ Fee-Spec:= {Scheduled-Discount} Regular-Fee-Spec | Scheduled-Fee-Spec | Markup-
       Spec
   1610~ Scheduled-Discount: Scheduled-Discount: (Scheduled-Discount: (Time-Spec
           Percentage)*)
   1819~ Regular-Fee-Spec := ({Fee: |Incentive:} [Per-Use-Spec | Metered-Rate-Spec | Best-
          Price-Spec | Call-For-Price-Spec] {Min: Money-Unit Per: Time-Spec}{Max: Money-
          Unit Per: Time-Spec To: Account-ID)
      1020~ Per-Use-Spec:= Per-Use: Money-unit
       1621 ~ Metered-Rate-Spec := Metered: Money-Unit Per: Time-Spec
       1522 ~ Best-Price-Spec := Best-Price: Money-unit Max: Money-unit
        1623 - Call-For-Price-Spec := Call-For -Price
  - 1524~ Scheduled-Fee-Spec:= (Schedule: (Time-Spec Regular-Fee-Spec)*)
    1515 ~ Markup-Spec: = Markup: percentage To: Account-ID
```

Figure 16

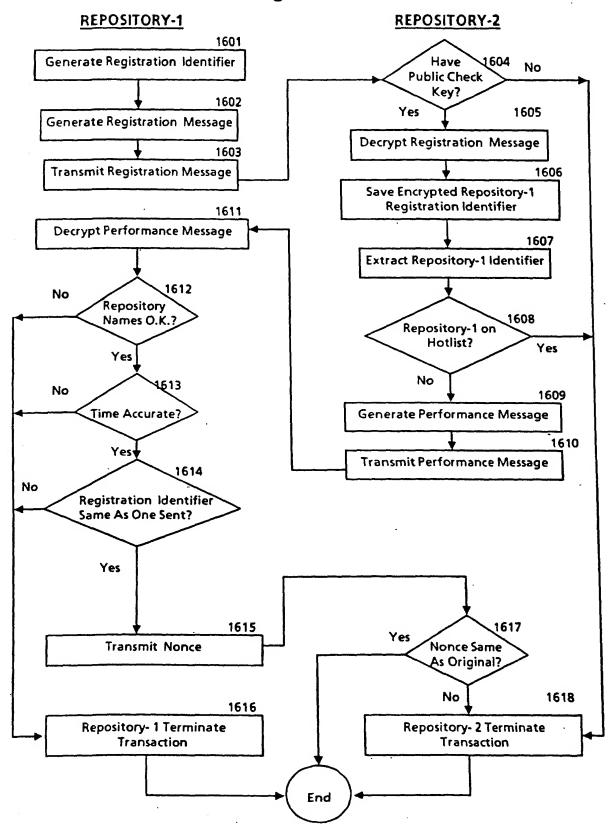
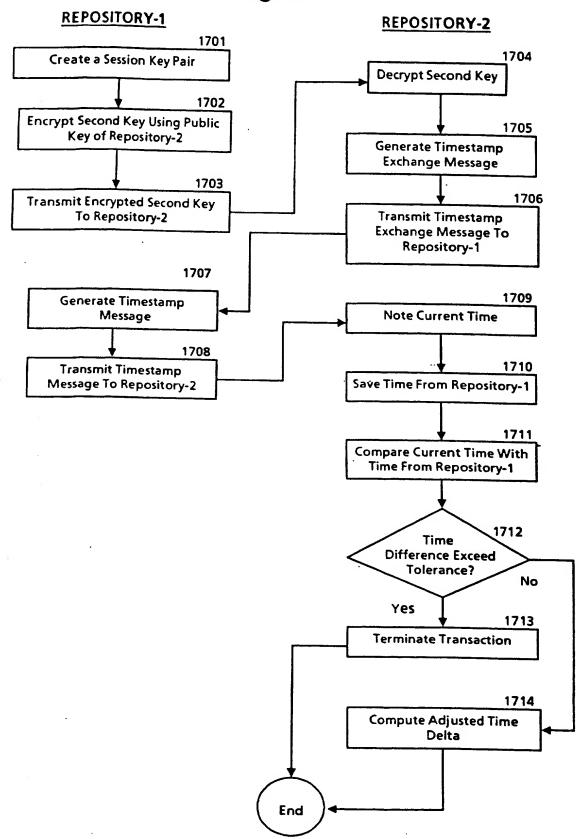


Figure 17



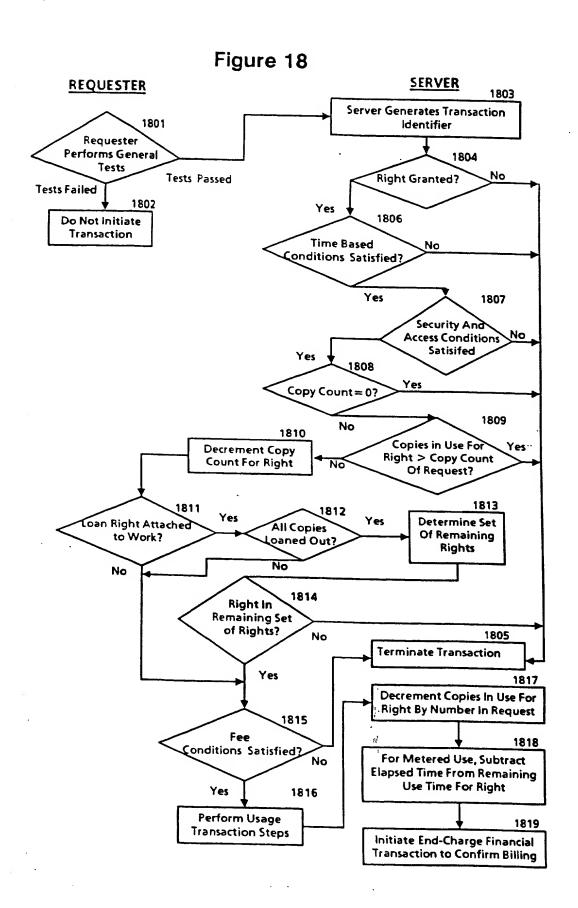


Figure 19

